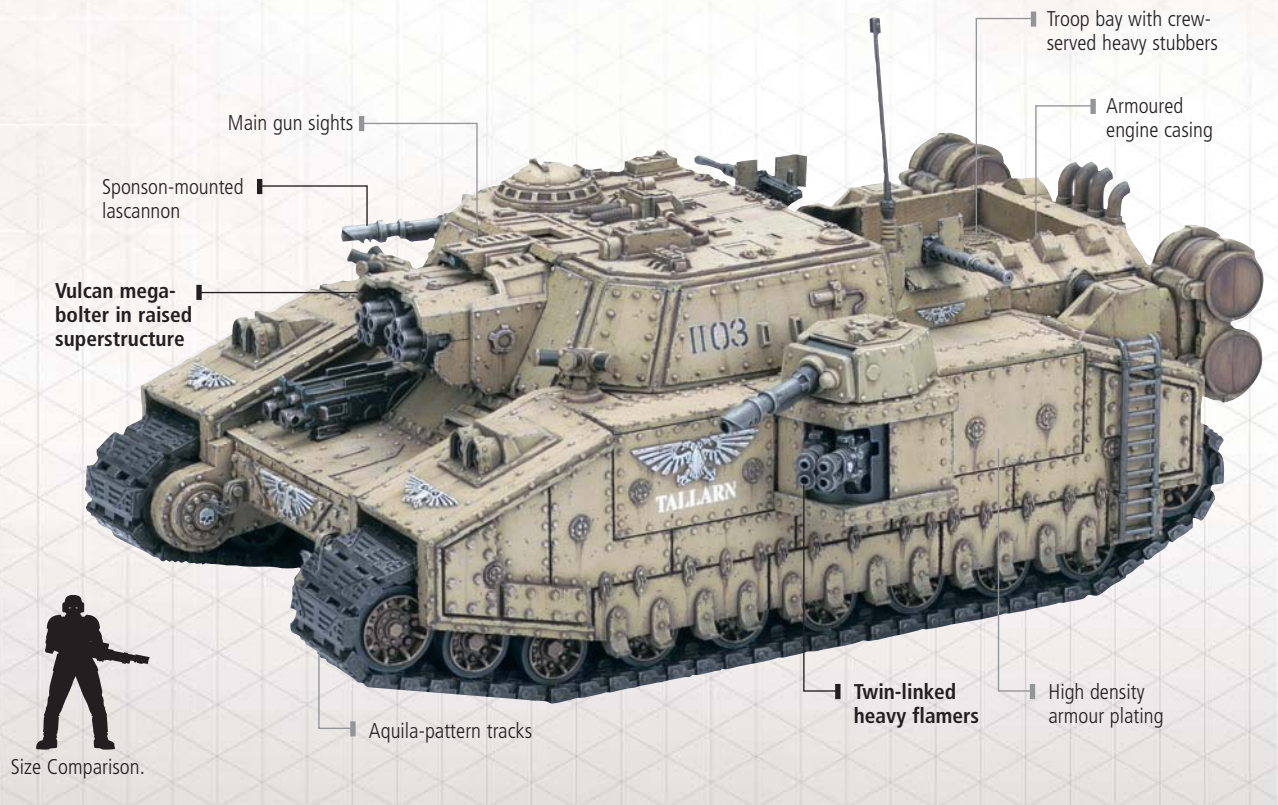


STORMLORD SUPER-HEAVY TANK

POINTS: 500

With a weapons configuration suited for comparatively short-range firefights, the Stormlord's primary combat role is that of close support to infantry assault waves. As a result, Stormlord tanks are a rare sight in most Imperial armies. Super-heavy tanks are all but irreplaceable, and only the boldest and most confident commanders are prepared to jeopardise their careers (and lives) by risking such a valuable war machine in the very teeth of the enemy.

Even so, the Stormlord's devastating close-range firepower and vast transport capacity makes it highly sought after by the more mobile Imperial Guard regiments, such as those raised on Catachan, Tallarn and Tingoya. Not only can the Stormlord's embarked Imperial Guard squads traverse the battlezone in relative safety, they can also be pressed into service to defend the Stormlord against waves of tank-hunting enemy infantry.



UNIT: 1 Stormlord

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

TRANSPORT: The Stormlord has a transport capacity of 40.

FIRE POINTS: Up to 20 models may fire from the Stormlord's fighting platform.

ACCESS POINTS: The Stormlord is treated as open-topped for the purposes of passengers embarking and disembarking.

WEAPONS AND EQUIPMENT:

- Hull-mounted Vulcan mega-bolter
- Hull-mounted twin-linked heavy bolter

OPTIONS: A Stormlord may be given the following upgrades from Codex: Imperial Guard: hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter. A Stormlord may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost. It may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 points.

BS	ARMOUR		
	Front	Side	Rear
3	14	13	12

- Two sponsons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

WEAPON	RANGE	STR	AP	SPECIAL
Vulcan mega-bolter	60"	6	3	Heavy 15, Primary weapon
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

SPECIAL RULES:

All Power to Weapons! The Stormlord's commander can order all power from the tank's formidable reactor to be directed to the main weapon. If the Stormlord does not move, it may fire its Vulcan mega-bolter twice in the following Shooting phase (at the same target or at different ones).